

THE TRUTH IS NOW ON DVD!



When a terrorist bomb destroys a building in Dallas, Texas, FBI Agents Fox Mulder and Dana Scully are drawn into a dangerous conspiracy leading them from a cave in Texas, to the halls of the FBI, and finally to secret installation in Antarctica which harbors the greatest secret of all.

Special Highlights include: "The Making of THE X-FILES," Audio Commentary, Extra Footage and a special 8-page booklet.

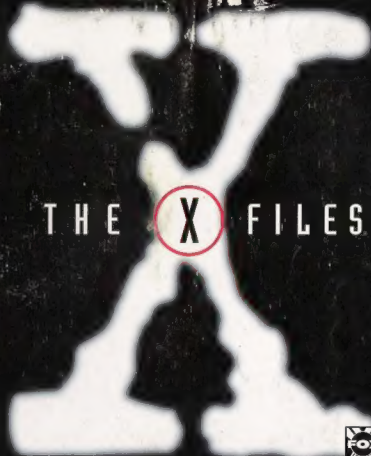


PlayStation



CONTENT RATED BY ESRB  
 SLUS-00915/00949/  
 00950/00951  
 4111788

freegamemanuals.com



## WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## HANDLING YOUR PLAYSTATION DISCS:

- These compact discs are intended for use only with the PlayStation game console.
- Do not bend them, crush them or submerge them in liquids.
- Do not leave them in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep these compact discs clean. Always hold the discs by the edges and keep them in their protective case when not in use. Clean the discs with a lint-free, soft, dry cloth, wiping in straight lines from the center to outer edges. Never use solvents or abrasive cleaners.

## TECHNICAL SUPPORT

**Game Hints:** For The X-Files game hints, tips and tricks, please call 1-800-CALL4FOX. The call costs \$0.80/minute. Touchtone phone required. If you are under 18, you must have your parents' permission before making this call.

**Website:** If you have an Internet connection, please go to the Fox Interactive website at [www.foxinteractive.com](http://www.foxinteractive.com).

**E-mail:** Send us an e-mail at [afgame@fox.com](mailto:afgame@fox.com) and type a description of the problem in the subject line.

**Phone:** Call us at 1-410-568-3630 Monday-Friday from 8 a.m. - Midnight EDT, or Saturday-Sunday from 8 a.m. - 8 p.m. EDT.

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## SETTING UP

Set up your PlayStation according to the instructions in its Instruction Manual. Insert disc 1 of The X-Files and close the disc cover. Turn the PlayStation ON at the POWER button.

Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play. Memory Cards are only supported in Memory Card slot 1.

## DISC SWAPPING

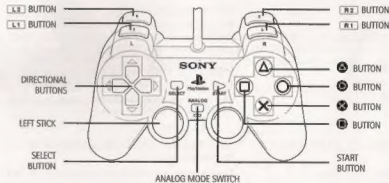
As you progress through the game and complete a number of objectives, you will be prompted to insert the next disc. For example: Once you have completed all of your objectives on DISC 1 the game will prompt you to insert The X-Files DISC 2. Please do this only when instructed by the game. Once you have replaced the DISC, close the disc cover and wait for the Loading to finish.

Note: Do not turn off or reset your Console, open the disc cover or remove the DISC during this Loading time or all unsaved data will be lost.

## CONTROLS

When using an Analog Controller (DUAL SHOCK), The X-Files can be played by using the left stick instead of the directional buttons. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). Your Analog Controller (DUAL SHOCK) should automatically default to Analog mode on boot-up.

The vibration function of your Analog Controller (DUAL SHOCK) can be turned on or off via the OPTIONS - GAMEPLAY menu.



## MENU CONTROLS

Directional buttons or left stick (in Analog Mode):

ⓧ button:

ⓐ button:

## IN-GAME CONTROLS

Directional buttons or left stick (in Analog Mode):

ⓧ button:

ⓐ button:

ⓑ button:

ⓐ button:

START button:

SELECT button:

Hold **L1** or **R1** button:

Hold **R2** button:

Hold **L2** button:

Highlight options.

Confirm menu selections.

Return to previous menu.

Move pointer / Navigate through environments.

Activate / Use.

Examine items from inventory.

Bring up Inventory / Select Artificial Intuition icon / Select Emotion icon / Select Action icon / Select Idea icon.

Cancel / return to main game view.

Pause game and return to Main Menu.

Skip movie sequences (toggle this option on or off in the **OPTIONS – GAMEPLAY** menu).

Use in conjunction with directional buttons or left stick for Navigation Jumping.

Use in conjunction with directional buttons or left stick for Hotspot Jumping.

Use in conjunction with directional buttons or left stick for Gun Targeting.

## NAVIGATION MODE

Hold the **L1** or **R1** button to put the Controller into Navigation Mode. To jump the pointer to the nearest navigation hotspot, press **↵** or **⇐** with the directional buttons or left stick (in Analog mode) while holding either the **L1** or **R1** button. Navigation hotspots are hotspots that will move the player within the environment if the **ⓧ** button is pressed.

## HOTSPOT JUMP MODE

Hold the **R2** button to put the Controller into Hotspot Jump Mode. To jump the pointer to the nearest hotspot, navigational or otherwise, press **↵** or **⇐** with the directional buttons or left stick (in Analog Mode) while holding the **R2** button. This feature makes it possible to search the game window for items of interest without the need to explore the entire view area.

## GUN TARGETING MODE

When using the handgun, hold the **L2** button to put the Controller into Gun Targeting Mode. To jump the pointer to the nearest hostile opponent, use the directional buttons or left stick (in Analog Mode) while holding the **L2** button. This feature is only available if you have set your **ACTION SCENE DIFFICULTY** to **STANDARD**.

*Note:* Setting the **ACTION SCENE DIFFICULTY** to **EASY** enables the auto-aim feature – no targeting is required with the **EASY** setting.

## AGENT WILLMORE

As Agent Craig Willmore, it is your job to perform the duties required by an official FBI investigation. The investigation will take you into a variety of situations that will depend on effective and professional responses to the actions and inquiries of those involved in the case. You will encounter a number of questions about your case for which it is your sworn duty to find the answers. Your work in the field must produce results if you are to maintain your reputation as an exceptional agent. Keeping this in mind, you should be aware that distractions of a personal nature might be detrimental to the pursuit of your case.

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## CODE OF CONDUCT

All sworn Agents of the FBI shall agree to the points listed in the Official Code of Conduct:

1. Respect and protect human dignity and uphold the civil rights of all persons.
2. Fulfill the duties imposed by law by serving the United States of America (USA) and protecting all persons against illegal acts.
3. Use force only when strictly necessary and only to the extent required for the safe completion of duties.
4. Use firearms (assigned by the Bureau) only as an extreme measure; do not employ firearms except when a suspected offender offers armed resistance or otherwise jeopardizes the lives of citizens or law enforcement personnel.
5. Do not inflict, instigate or tolerate any act of torture or other cruel, inhuman or degrading treatment or punishment against anyone, whether or not in official custody.
6. Commit no act of corruption and rigorously oppose and combat such activities.
7. Keep confidential all matters of a confidential nature, unless the performance of duty or the needs of justice strictly require otherwise.

8. Do not publicize, discuss, write, record or otherwise cause to be made such documents as would reveal classified, privileged or other materials deemed sensitive by the FBI to any individuals, organizations, governments or other entities, without the express permission of the Director of the FBI.
9. Respect the law and the Code, and oppose any violations of either the Code or the laws of the Federal Government, sovereign states or local municipalities of the United States.
10. Follow the Bureau Code of Conduct without fail, and abide by the rulings of the Board of Conduct and Official Inquiry convened to investigate and rule on violations of this Code by a FBI Agent. Your present record with the Bureau is spotless. Having a chance to solve a big case may be just what you need to solidify your excellent reputation since joining the Bureau. The following is an official copy of your personnel file:

## FEDERAL BUREAU OF INVESTIGATION

## PERSONNEL RECORD DIVISION EMPLOYMENT RECORD

\*\*ACCESS LIMITED TO L-4 AND ABOVE\*\*

<b>Name:</b>	Willmore, Craig Joshua
<b>D.O.B:</b>	19th October 1963
<b>Birthplace:</b>	Kenosha, Wisconsin
<b>Race:</b>	Caucasian
<b>Eye Color:</b>	Hazel
<b>Hair Color:</b>	Brown
<b>Height:</b>	6'1
<b>Weight:</b>	175 pounds
<b>Sex:</b>	Male
<b>Marital Status:</b>	Divorced

**Education:** Kenosha High School, Kenosha, Wisconsin. BA, Northwestern University, Evanston, Illinois. MA, New York University, New York, New York.




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**Career History:** Recruited into the Bureau from New York University following graduation. Trained at Bureau Academy at Quantico, Virginia. Received highest level of accreditation for anti-terrorist training, firearms training and hostage negotiation training. Assigned to Bureau Headquarters in Washington, D.C. in November 1991; joined Organized Crime Division. Participated in surveillance, background analysis and apprehension of the Ivan Gang, a loosely organized group of Russian immigrants attempting to take control of the Hasidic diamond trade in Lower Manhattan and Queens. Indictments led to convictions and prison terms for seven individuals, and deportation of eleven others back to Russia. The investigation team, Agents Willmore, Becker, DeBolt and Young, received commendations from the Director for excellent work. In August 1992, Special Agent Willmore was assigned to the Anti-Terrorist Division under Senior Supervisor Chris Westergaard, attached to the Baltimore Field Office. Again performed duties with distinction by organizing a unit of the Anti-Terrorist Division to investigate the presence of anti-government militia groups in Pennsylvania, Maryland, and Virginia area. Involved in investigations that led to the dismantling of several militia groups; apprehended several individuals responsible for major illegal arms trafficking in the Tri-State area. Commendation for exemplary service placed in Agent Willmore's permanent file following his work with ATD. Transferred to Seattle, Washington Field Office in January 1993.



**NOTE:** The information contained in this and other permanent individual files is accessible only by prior authorization of the Assistant Director of Personnel, Bureau Headquarters, Washington, D.C., by authorized personnel only. The materials, information and data cannot be copied, transmitted by oral, electronic, photographic, photostatic, or any other means, or otherwise transferred to any third party without proper authorization by the Section Head.

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## MAIN MENU

From the Main Menu screen you can highlight the various options by pressing  or  with the directional buttons or left stick and pressing the  button to select the desired option. Once a game has been started, you can PAUSE the game in progress and select the Main Menu by pressing the START button on your Controller. This will allow you to choose any of the options described below:

### NEW

Select NEW to start a game (to reset to the very beginning). You will be asked to confirm that you want to start a new game. To confirm press the  button. To return to the Main Menu screen press the  button. If you are starting a new game, make sure you have inserted DISC 1.

### LOAD

Select LOAD if you have already saved a game and you wish to continue from where you left off. Please make sure a MEMORY CARD is inserted into Memory Card slot 1 of your PlayStation. Select an X-Files saved game from one of the fifteen Memory Card blocks available. You may be requested to insert the necessary DISC if it is not already present.

### SAVE

You may save your current progress in a game at any time you wish.

Please make sure a MEMORY CARD is inserted in Memory Card slot 1 before saving. Select SAVE from the Main Menu and select from one of the fifteen available Memory Card blocks. If the Memory Card is full, you may overwrite a previously saved game by highlighting the Memory Card block and selecting it. You will be asked to confirm that you wish to save — select YES to complete the save or NO to return to the SAVE screen without saving.

## OPTIONS

Access the game options by selecting **OPTIONS**. You can adjust the Game Play and Audio options.

### GAME PLAY

**ARTIFICIAL INTUITION** — Agents requiring extra assistance during the investigation should switch this option on before undertaking their duties (see the section on Artificial Intuition for more information).

**ACTION SCENE DIFFICULTY** — sets the difficulty level for interactive action scenes to **EASY**, **STANDARD**, or **DIFFICULT** (the default setting is **STANDARD**).

**NAVIGATION TRANSITIONS** — when enabled, makes navigation more realistic with the use of motion blurring when turning left or right. This function may help you keep your bearings in more complex locations.

Press **SELECT** button to skip video clip — allows you to bypass a video clip by pressing the **SELECT** button if you do not wish to view it. Toggle this option **ON** or **OFF** here.

**ACTION SCENE AUTO REWIND** — At certain points during your investigation, you may find yourself in a life-threatening situation from which you may not always emerge unscathed — or alive, for that matter. When enabled, the Action Scene Auto-Rewind feature allows you to return to the investigation just before you entered that life-threatening situation, repeatedly if necessary, without penalty.

**CONTROLLER VIBRATION** — When playing with an Analog Controller (**DUAL SHOCK**), the vibration function will be automatically enabled. To disable the vibration function, select **OFF** here.

### AUDIO

There are two sliders in the Audio menu. The top slider controls the volume level of dialogue in the game. To adjust the dialogue slider, highlight the top bar and move the directional buttons or left stick  $\leftarrow$  or  $\rightarrow$  to increase or decrease the sound level as required.

The bottom slider controls the volume level of music and sound effects in the game. To adjust the Music / Sound Effects slider, highlight the bottom bar and move the directional buttons or left stick  $\leftarrow$  or  $\rightarrow$  to increase or decrease the sound level as required.

The changes are implemented immediately upon return to the game. These changes will also remain in effect if you start a **NEW** game.

## HELP

The Help screen provides a quick overview of all the common features you will encounter during the course of your investigation. Press the  $\bullet$  button to move to the next feature. Some features have more than one screen of text — to scroll through the text use the directional buttons  $\downarrow$  and  $\uparrow$ .

## ARTIFICIAL INTUITION








The Artificial Intuition icon is only available when **ARTIFICIAL INTUITION** is enabled in the **GAME PLAY** section of the **OPTIONS** menu screen. When enabled, Artificial Intuition allows the Agent to receive additional guidance in the form of:

- Visual clues pertinent to the Agent's investigation
- Input from other Agents
- Action Icons that allow the Agent to more easily accomplish investigation objectives

When Artificial Intuition is able to assist in an investigation, the blue icon will glow. Activating it allows you to cycle through a series of visual hints, followed by the appearance of one or more Action icons (see Icons section for further details).



Press the  button twice until the Artificial Intuition icon is highlighted (or press the  button once if you already have the Inventory selected) and then press the  button to activate. Press the  button to exit Artificial Intuition mode. You can also move the pointer directly over the Artificial Intuition icon and press the  button to activate.

Additionally, the icon will begin to swirl, or activate, when you are in close proximity to information vital to furthering the investigation. Selecting the Artificial Intuition icon when it is in this active state will bring critical items directly into your field of view, allowing you to immediately undertake any direct manipulation of the item.

Press the  button to return to the main game view.


As a professional courtesy, the Special Agent In Charge of the local Field Office is available to provide Agents with assistance, regardless of the status of Artificial Intuition.

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## NAVIGATION AND INTERACTION

Moving the pointer around the screen will cause it to change state depending upon the context of the item it passes over. Each of these serves various functions in an investigation. When the pointer is in the form of a small white cross, the pointer is in a neutral state and serves no function. The following pointers act in different ways:

### NAVIGATION POINTERS



When the pointer turns into a hand pointing in a specific direction, pressing the  button in that area will move you into the location it is pointing towards. Left and Right pointing hands turn the screen around to face in that direction. A forward pointing hand advances your position forward within a location. A backward pointing finger pulls you back from a location or, if you are zoomed into a closer view of an object or location, zooms or moves you back out.





The hand may also point up or down in certain areas and, when the  button is pressed, will move your view to face the designated direction — movement in these directions will then be available with the forward pointing finger.

### DETAIL POINTER




When the pointer turns into an eye, this indicates that items and areas can be viewed in close-up detail by pressing the  button. In some cases, a scene may have more than one level of detail available, and if the eye pointer is present you will be able to zoom in further by pressing the  button. In such instances, the backward pointing hand will zoom out to the original view of the scene.


When zoomed completely in on an item such as a picture hanging on a wall, to return to the video window press the  button when indicated.

In the case of documents found during an investigation, blue arrows at the edge of the screen will indicate that you can turn the pages or scroll around the various panes of the document by pressing the directional buttons. An eye pointer indicates that you can zoom in for further detail. To back out from a zoomed-in document, press the  button.

### ACTION POINTER



When the pointer turns into a fist clutching a lightning bolt, this indicates that an action or interaction with an item, object or person can be made. This pointer will appear over door handles, for example, and by pressing the  button, the door will be opened.

At other times during an investigation, actions may require the Agent to use a specific item from their inventory. For example, gathering evidence requires that you first select the evidence kit and then move the pointer (which has now become the image of the evidence kit) over the object intended to be collected and press the  button in order to collect the item.

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## CONVERSATION POINTER





If the pointer changes to a lips pointer when moving it over an individual, you can hold a conversation with them by pressing the  button.


Once a conversation is initiated, you may either choose from a specific list of dialogue choices (contained in the dialogue box) or choose from the available Idea icons which may appear at the top left of the screen (see the section covering Idea Icons for more details).

You may scroll up and down the list of available conversation choices by pressing the directional buttons or left stick up and down, and pressing the  button to ask a question. If there are more choices available than are visible in the dialogue box, a white up or down arrow will appear to the right of the dialogue text.

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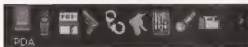







If appropriate, a dialogue HISTORY tab will be available in the dialogue box — press  on the directional buttons / left stick to select the HISTORY tab and repeat previously asked questions. Press  on the directional buttons / left stick to return to the TALK tab.



If you choose not to continue the conversation, you can end it by pressing the  button.



## TOOLS AND INVENTORY

Throughout the course of your investigation, you will collect many items that will aid you in your endeavor. Once collected, these items will appear along the bottom of your screen in the Inventory.



You can choose an Inventory item by pressing the  button and then pressing  or  with the directional buttons or left stick to cycle through the available items. Press the  button to activate the selected inventory item, or press the  button to examine it in detail.

By default, these Inventory items are hidden until the  button is pressed. Once chosen, the icon for the selected Inventory item will stay visible at the bottom of the screen to indicate its active status. Some Inventory items will automatically activate (for example the Night Vision goggles); others must be moved over a target object and activated by pressing the  button (for example the Lock Pick on a door lock). When selected, if the item can be used it will appear in place of the pointer as you move over a suitable target.

To put a current selected Inventory item away, either press the  button, or press the  button again to bring up the Inventory.

Inappropriate use of certain items in the Inventory, such as the gun or handcuffs, could have a negative effect on your investigation (see the 'Getting Started' section). You are responsible for acquiring any standard investigation tools needed from the Field Office location. Acquisition of other miscellaneous Inventory items can occur at any time or location throughout the course of the investigation.





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As you begin each new investigation, you will be automatically issued the following tools:

## PDA (PERSONAL DIGITAL ASSISTANT)

The PDA is perhaps the most indispensable tool for conducting an efficient and thorough investigation.






The PDA has three sections – NOTEPAD, NAVIGATION and E-MAIL. When the PDA is switched on, the NAVIGATION mode will be active. For each section, press the  button to switch between the main PDA activity window and the PDA icon toolbar. When the PDA toolbar is selected, press  or  or left stick to switch between the NOTEPAD, NAVIGATION, E-MAIL and OFF buttons, then press the  button to select.

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The PDA can be used for:



**NAVIGATION** – You can travel among individual locations via a map of Seattle and the surrounding area. Available destinations are marked by a red dot on the map.





The Navigation screen has two levels of detail – at the start of the game you will only be able to select the Seattle area from the top-level map. Press the  button to zoom in on the Seattle street map. You will be able to move between the Field Office, your Apartment, and the Crime Lab by guiding the red target over the desired location (using the directional buttons) and pressing the  button. To back out to the top-level map, press the  button.

Once activated and visited, most locations can be returned to at will.

If, for some reason travel is restricted, the location will be marked by a green dot and if you select a restricted location, the PDA will issue an audible tone indicating that it is not currently possible for you to travel to the location selected.









**NOTEPAD** – Your notes from crime scenes and other locations are automatically recorded in the PDA as you visit various sites during the course of the investigation.


The field notes are organized as a separate page for each site visited. Use the  and  directional buttons to scroll through the notes on a page. If the blue arrows indicate that additional pages of notes are available, you can select the pages by pressing the  and  directional buttons.



**E-MAIL** – Allows you to receive e-mail remotely from your Investigative Services workstation.


Received e-mail headers will be displayed on the screen. Use the  and  directional buttons to move between the e-mail Inbox headers, and press the  button to read the selected e-mail.

To view portions of an e-mail that are not visible on-screen, press the  and  directional buttons to scroll through the message. To return to the e-mail Inbox header screen, press the  button.

**OFF** – Selecting this option or pressing the  button from the main PDA screen puts the PDA away.

## CELLULAR PHONE



Your cellular phone can be used at any time during the course of your investigation to pursue leads, or contact people who may be listed in the database of your PDA, your workstation, or the directory found in the cellular phone itself. Use the directional buttons on your Controller to move around the various buttons on the cellular phone, and press the  button to choose the selected button.

You may dial numbers either by selecting the numbers on the phone itself, or by using the Menu button on the phone to bring up the list of contacts.

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**SEND** — Once you have entered the desired phone number, select and press the green 'Send' button on the left to place your call.

**END** — Once you have completed your call, select and press the red 'End' button on the right to hang up the phone.

**CLEAR** — If you misdial, or would like to enter a new number, select and press the CLEAR button to delete the number that appears in the phone's display window.

**MENU** — Selecting this button will bring up a list of contacts that you may need to call on a regular basis.

**SCROLL** — Once you have activated the list of contacts (they will appear one at a time in the phone's display window), the scroll arrows in the center of the phone will allow you to move up and down the directory list.

**OFF** — You can press the  button at any time to terminate the call in progress and put the cellular phone away.

Other standard tools that you may acquire for your investigation include



**Badge** — Your FBI badge is your identification, it will help you gain access to areas that are regularly off-limits, and you are usually required to show it to civilians before questioning them.



**Gun** — Your handgun is a Sig Sauer P226 9mm automatic pistol. Use it responsibly: only when absolutely necessary. Illegal or improper use of your firearm could result in possible prosecution or dismissal from the FBI.



**Handcuffs** — Standard Issue. As with the gun, exercise good judgement in utilizing this tool.



**Evidence Kit** — Used to gather and transport evidence. All collected evidence should be turned over to a technician at a Bureau-certified Crime Lab for processing.



**Lock Pick** — Standard Issue 'speed' pick. In the absence of probable cause, a proper search warrant should be obtained before using the lock pick to gain access to a location.



**Digital Camera** — Standard Issue, can be used at any time. This camera will interface with the workstations located in the Field Office and your apartment for image download (see 'Workstations'). The camera's memory can hold a total of 24 digital images at a time. Once the memory's capacity is filled, you will be unable to take any more photographs until you download images to your workstation and delete them to free up space in the camera's memory.



**Flashlight** — Standard Issue



**Binoculars** — Standard Issue



**Night Vision Goggles** — Infrared goggles designed to enhance vision under cover of darkness.

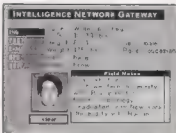
**Miscellaneous** — As you move from location to location, you will collect other items, which will be stored in the Inventory — some will be there temporarily as they will be used and discarded, and others will remain in the Inventory for the remainder of your investigation. Be sure to routinely check the status of your Inventory.

## WORKSTATIONS

Located on your desk at the FBI Field Office and at your apartment are functionally identical Investigative Services workstations.

Press **Left** or **Right** on the directional buttons or left stick to cycle through the five options, and press the **Enter** button to enter the highlighted section.

### ING (INTELLIGENCE NETWORK GATEWAY)



The Intelligence Network Gateway, or ING, is an indispensable source of information for the Bureau. Agents can run background checks, look up vehicle license plate numbers and trace phone numbers through the ING.

The ING has a comprehensive search engine, which allows you to search for information by category. You can use filters to limit your search to relevant information.

The ING provides a two-component search, **SEARCH CATEGORY** and **SEARCH DATABASE**.

Data that you have collected during your investigation is automatically added to the **SEARCH CATEGORY** list. To cycle through entries in the list, press the **Enter** button. Press **Left** or **Right** to move between the various search options — you can choose to search data from three

Categories (Names, Phone Numbers, and Vehicle License Numbers) and from five Databases (Citizens, FBI Agents, Government/Military personnel, Law Enforcement officers, and Criminals). Press the **Enter** button to select a search option. After selecting the various parameters, to perform a search, select the **SEARCH** button and press the **Enter** button.

If a matching record is found for the search, it will be displayed on screen. Press **Left** with the directional button or left stick to select the **FIELD NOTES** and press **Up** or **Down** to scroll through the text. To return to the Search screen, press **Left** with the directional buttons or left stick and push the **CLEAR** button by pressing the **Enter** button on your Controller.

To return to the main Investigative Services menu, press the **Enter** button.

### PHOTO VIEWER



The Photo Viewer, when used in conjunction with the digital camera, allows agents to download pictures taken in the field and store them for later viewing.

After pictures have been taken with the camera (the Photo Viewer will not highlight if there are no pictures in the camera's memory), enter the Photo Viewer and any pictures will be automatically downloaded to the workstation. Press **Left** with the directional buttons or left stick to highlight the pictures in the viewer. The blue

arrows to the sides of the photo-viewing window will indicate that you can view other pictures by pressing the left or right directional buttons. The picture number is displayed in the top left corner of each image.

Press **Y** with the directional buttons or left stick to select the **DELETE** option. To delete the currently selected image, press the **X** button. If the Photo Viewer contains the maximum of twenty-four pictures, you will need to delete images in order to be able to take additional pictures.

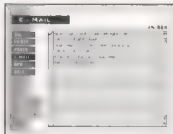
**Note:** If you have stored pictures of locations contained on other DISCS, you may receive an on-screen prompt that states Insert X Files DISC and the required DISC number. Replace the current DISC in the PlayStation with the DISC number indicated and close the disc cover. Only swap DISCS when instructed to do so.

There is also a viewer available which allows you to examine any frames grabbed from a video source by selecting the **VIDEO** button and pressing the **X** button.

To return to the main Investigative Services menu, press the **X** button.

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## E-MAIL



Throughout the course of an investigation, you will receive e-mails. Incoming e-mails can be read in the **E-MAIL** section of the Investigative Services workstation. Simply select this option and press the **X** button to enter this section. Received e-mail headers will be displayed on the **INBOX** screen. Press **↑/↓** to select the e-mail headers you wish to read, then press the **X** button to read the selected e-mail.

Some e-mails you receive may contain attachments. To view an attachment, simply highlight the attachment file using the directional buttons and press the **X** button.

To return to the main Investigative Services menu, press the **X** button.

## APB (ALL POINTS BULLETIN)

During an investigation, it may become necessary to send out an All Points Bulletin (APB) on a certain individual or individuals. Select the **APB** button and press the **X** button to enter this section of the Investigative Services workstation. APBs come in a standard format when a composed APB is present in the text box, press the **X** button to push the **SEND** button and transmit the APB to all appropriate agencies.

To return to the main Investigative Services menu, press the **X** button.

## QUIT

To leave the Investigative Services workstation, highlight the **QUIT** button at the left side of the screen and press the **X** button.

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## EMOTION



Emotion icons allow the Agent to inject an emotional response into the situation at hand. When appropriate, they appear at the bottom center area of the screen. For example, they can range from angry to passive or humorous to indifferent, and will generate different responses from their recipients. These icons appear for a limited amount of time and cause you to respond in a specific way towards other individuals. Move the pointer over an Emotion icon and press the **Enter** button to activate the selected emotion. Alternatively, press the **Enter** button and select an Emotion icon by pressing the **Left** and **Right** directional buttons, and then press the **Enter** button.

## IDEA



Idea icons represent certain facts, evidence or ideas that the agent may encounter through the course of the investigation. They can be selected by pressing **Up** with the directional buttons or left stick from the highlighted top line of a conversation box, or by pressing the **Enter** button. Once selected, they are activated by pressing the **Enter** button to initiate a conversation on that topic.

## EVIDENCE



Evidence icons are used to deliver physical evidence (collected with the Evidence Kit) to a Bureau-certified crime laboratory for processing. When at the appropriate crime lab location, press the **Enter** button to access the evidence icons. You can highlight an individual item of evidence with your directional buttons/left stick and press the **Enter** button to select it. This action will hand the item of evidence to the technician on duty.

## ACTION



Action icons most often appear when Artificial Intuition is turned on, but they will sometimes appear on their own. They will be displayed in the bottom right corner of the screen when you are close to a location or area that requires your attention.

An Action icon shows a short clip of the action it will carry out by moving the pointer over it, or by pressing the **Enter** button until it is highlighted. When Artificial Intuition has prompted the icon to appear (see the Artificial Intuition section) the icon usually represents a clue about an important step in an investigation.

To activate an Action icon, move the pointer over it and press the **Enter** button. Alternatively, press the **Enter** button until the Action icon is highlighted and then press the **Enter** button.

## Fox Interactive

Senior Producer Gary Sheinwald

Associate Producers Luke Letizia  
Enki Larson

Assistant to the Producer Denise Pater

Quality Assurance Managers Tim Hall  
Mike Schneider  
David Ortiz

Lead Testers Michael Dunn  
Harsh Rao

Testers Aron Ahles  
Ken Anderson  
Sweet Billy  
Ben Borth  
Francis Choi  
Ryan Dowling  
Turk Hollander  
Igor Krnitsky  
Chris Lee  
Paul Pawlicki  
Don Sexton  
Jeff Talman  
Tim Tran  
Daan Wisehart  
Brian Zenns

Marketing Manager Stephanie Yoshimoto

## PlayStation Development Team

Executive Producer Halle Eavelyn

Producer Jason VandenBerghe

Software Engineers Nathan Dwyer  
Oscar Levi  
Melanie McClaire  
Alex Smits  
Jason VandenBerghe  
Andrew Wilson

Lead Graphic Artist Cassanera Blackmore

Assistant Graphic artist Guy Pagnin

Lead Video Editor Derek Deaheimer

Audio Engineer Paul Haumer

FPQ video technology Console engine  
Project management consulting

Cast (in order of appearance)

Dana Scully Gillian Anderson  
Fox Mulder David Duchovny  
Craig Willmore Jordan Lee Williams  
Mark Cook James Lynch  
Walter Skinner Mitch Plegg

Armistead Shanks  
Mother  
Child  
Motel Clerk  
James Wong  
NSA #1  
NSA #2  
John Annis  
Fendrell  
Mendoza  
Stearns  
Arley  
Mary Astadourian  
Harbor Master  
Joan Truitt  
Crew-cut Man  
Dr. Rauch  
Cigarette Smoking Man  
Smolinikoff  
X  
Dr. McIntyre  
Homeless Man  
-rohike  
Byers  
Langly  
Colonel Wallace  
Key Guard  
NSA Men

Sean Griffin  
Suzanne McGaffey  
Zoe Warner  
Lisa Estridge Gray  
Robert Lee  
Nick Eldridge  
Richard W. Daley  
Reginald A. Jackson  
Brendan Besser  
Chuck McQuary  
Mark Farrell  
Paige Witte  
John Gilbert  
Lauren Tewes  
Eli Lockwood  
Randy Hoffmeyer  
William B. Davis  
Ted D'Arms  
Steven Williams  
Jimmie Parker  
Clifford Paul Fettes  
Tom Brantwood  
Bruce Harwood  
Dean Haglund  
Wally Dalton  
Harris Smith  
Brad Curtis  
Steve Keller  
Brian Kilcup  
Whitney Shapiro  
Joe Willis, Jr.  
Laurel McConnell

Pretty Woman

Black Ops Guards Alvin Castle  
Ron Garner  
David Oppenheim  
Raymond J. Reeh II

## Production

Executive Producer Halle Eavelyn

Producer Phil Peters

Director/Designer Greg Roach

Story Concept Chris Carter

Story Editor Frank Spotnitz  
Dan Crow  
Catherine Kent  
Rebecca Roch  
David Shadle

On Set Dresser Rachel M. Thomson

Script Supervisor Rebecca DeGeorge  
Tina Frolund  
Jennifer Hinkey

Costume Designer Lisa Koh

Wardrobe Supervisor Sarah Isakson

Wardrobe Assistant Julie Puterman  
Kari Rittenour  
Sally Roberts



<b>Property Master</b>	Kathleen Kasinger	<b>Camera Operator</b>	Mark L. Anderson
<b>Assistant Prop Master</b>	Robert Leslie	<b>First Assistant Camera</b>	Ross Howsmen
<b>Prop Assistants</b>	Jennifer Hunt Joyce McAndrews Gretchen Warthen	<b>Second Assistant</b>	Marne Cohen
<b>Location Manager</b>	Peter Allen	<b>Camera</b>	Mami Morisaki
<b>Assistant Locations Manager</b>	Maggie Bassett	<b>Camera Assistants</b>	Derek Hay Mike McIntyre
<b>Locations Assistants</b>	Annette Hawley Leanna Alice Redmond Brook Simmons Somsy Vejsiri Sarah Wright	<b>Gaffer</b>	Giovanni Lampassi
<b>Key Hair and Make-up</b>	Omi	<b>Best Boy Electric</b>	Eric "Pine Mountain" Moore
<b>Assistant Hair and Make-up</b>	Shelley Clark Robin Knutson Carolynn Weast	<b>Electricians</b>	Michael Baird Mark Cantriff Steve Colgrove Cole Drumb Scott Harbinc Chad Harrison Michael LePard Kevin T. O'Connell Myron Partman Laura Chanel Reynolds Mark Simon Scott Todd Martijn Veltman Charlie Waldron
<b>Hair for Mr. Duchovny and Ms. Anderson</b>	Laverne Basham		
<b>Make-up for Mr. Duchovny and Ms. Anderson</b>	Angeline Bemben		
<b>Special Effects Make-up</b>	Michael Christ		

<b>Key Grip</b>	Jon LaFollette	<b>Special Effects Assistants</b>	James Etue Tony Guarnascini Brian Puterman
<b>Best Boy Grip</b>	Lance "Brazz" Robinson	<b>Stunt Coordinator</b>	David Boushey
<b>Grips</b>	Craig B. Iudreau Jeff Carpenter Tony Ghiglione Petey Johnson Kirk Miller Caleb H. Nelson Jimmy R. Owens	<b>Stunt Performers</b>	Ian Boushey Steve Curran Ron Garner Jolene Hjerpeid Eric Michael Johnson Robert McDougal Bill Shaw Kerry Skalsky Bill Whitaker
<b>Rigging Gaffer</b>	James O. Boser	<b>Casting Director</b>	Haire Favelyn
<b>Rigging Key Grip</b>	David A. Darnow	<b>Casting Assistant</b>	Darin Mercado
<b>Rigging Crew</b>	Keith Brundson Kathryn Burbank Lisa Gates George Hicks Chris Kovalski Erk L. Owen Robert Platt Daniel Reyes	<b>Stand-ins</b>	Graig Gatch Eero Johnson Jennifer O'Shields Robert Shane Srogi Jason Webber
<b>Special Effects Coordinator</b>	Michael Christ	<b>Construction Coordinator</b>	Kenneth J. Berg
<b>Pyrotechnician</b>	Mark McDaniell	<b>Construction Foreman</b>	James Foxy

**Lead Scenic Artist** Lisa Biellero

**Scenic Artists** Dean Hitchcock  
Michael Stencil  
Catherine Trzybinski  
Nick Worsfold

**Carpenters** Robin Cady  
John Wayne Cyra  
Alex Danilchik  
Wayne Foster  
Catherine Kent  
Jeffrey Kohl  
Norm Spencer  
Martin Thrussell  
Paul Hiaumet

**Audio Engineer** Nlickey McMullan

**Audio Assistants** Terri Eberlein  
Candace Schechter

**Audio Intern** Morgan Kohler

**Transportation Coordinator** Dan Fisher

**Transportation Captain Drivers** Jan R. McCarthy  
Virgil Doshier  
Keith Doshier  
David Guppy

Ron King  
Sharon McCarthy  
Sherri L. McCarthy  
Joel McCarthy  
William R. Powell  
Joe Seieberg  
Bob Sullivan  
John Wol  
Virgil Doshier  
Keith Doshier  
David Guppy  
Ron King  
Sharon McCarthy  
Sherri L. McCarthy  
Joel McCarthy  
William R. Powell  
Joe Seieberg  
Bob Sullivan  
John Wolfe

**Medics** Douglas Dahl  
Fred Jansz  
Peter Knudson  
Todd Q. Smith

**Security** Future Security Services

**Catering** Premiere Catering

**Craft Services** Sandra MacLean

## Second Unit

**Director of Photography** Theodor Angell

**Assistant Director** Sandra Hunter

**Script Supervisor** Cedric A. Prim  
Natalie Beauchene

**Props** Shawn Connaway

**Locations Manager** Maggie Bassetti

**Locations Assistant** Leanna Alice Redmond

**Camera Assistant** Pauls Zommers

**Gaffers** Bjorn Boisen  
Krist Hagar  
David K. Potter

**Best Boy Electric** Matthew Quinn

**Grip/Electric** Matt Baker  
Keith Bronsdon

**Catering** Christine's Catering

**Craft Services** Helen Morgan

## Vancouver Crew

**Gaffer** Paul Slatter

**Best Boy Electric** Jeff O'Brien

**Key Grip** Ryan Monro

**Best Boy Grip** Herb DeWaal

**Editing**

**Lead Editor** Greg Roach

**Editing Coordinator/Editor** Kara Costa

**Technical Editor** Jeni Sadler

**Assistant Editors** Eric Anderson  
Laura Clemons  
Derek Dexheimer  
Scott Harbine  
Katy O'Kelley Joyner  
Matthew Lease  
Brandon McWhorter  
Mark O'Connell  
Jason VandenBerghe

**Editing Interns** John Joseph Kniffen III  
Frazier Mills  
Misumi Tanaka

## Software Engineering

Lead Engineers	Pete Isensee Melanie McClaire
Software Engineers	Derek Rhys Creech Matthew Lease Alex Smits Patricia Snow Jason VandenBerghe
Asset Wrangler	Joseph Kim
Assistant Asset Wranglers	Virginia "Ginny" Apicella
Optimization Programming	Geoffrey P. Coco
User Testing	Paul W. Taylor
Quality Assurance	Kalindi Adler Dane Doerflinger
VirtualCinema Concept and Design	Greg Roach
VirtualCinema 3.0 Architecture	Pete Isensee Melanie McClaire
Network Manager	Joseph Kim

Closed-Captioning	Carl Mollnow II Christa Wells
Honorary Programmer	Aaron Halon

## Graphics

Lead Graphic Artist	Cassandra Blackmore
Best Boy Graphic Artist	Aaron Halon
Assistant Graphic Artists	Elaine Mattson Aaron McQ Sun Kim Christine Lee Cynthia Sowder
Storyboard Artist	Aaron Halon
Graphic Interns	Ralf Copeland Robert Corbett Jarret Katter Anton Korshunov Robert Shane Srogi

## Accounting

Production Accountant	Deborah L. Rathbone
Accounting Assistant	Helen Dusek
Staff Accountants	Suzan Kearns Carmen Swannack

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